TOWNSFOLK

Steward
You start knowing
1 good player.

Empath
Each night, you learn how many
of your 2 alive neighbours are evil.

Dreamer
Each night, choose a player (not yourself or Travellers):
you learn 1 good and 1 evil character,
1 of which is correct.

Cult Leader
Each night, you become the alignment of an alive neighbor.
If all good players choose to join your cult, your team wins.

Exorcist
Each night*, choose a player (different to last night):
the Demon, if chosen, learns who you are
then doesn't wake tonight.

Courtier
Once per game, at night, choose a character:
they are drunk for 3 nights & 3 days.

Philosopher
Once per game, at night,
choose a good character: gain that ability.
If this character is in play, they are drunk.

Soldier
You are safe
from the Demon.

Cannibal
You have the ability of the recently killed executee.
If they are evil, you are poisoned
until a good player dies by execution.

Ravenkeeper
If you die at night,
you are woken to choose a player:
you learn their character.

Choirboy
If the Demon kills the King,
you learn which player is the Demon.
[+ the King]

Virgin
The 1st time you are nominated,
if the nominator is a Townsfolk,
they are executed immediately.

Atheist
The Storyteller can break the game rules,
and if executed, good wins, even if you are dead.
[No evil characters]

OUTSIDERS

Lunatic
You think you are a Demon, but you are not.
The Demon knows who you are
& who you choose at night.

Plague Doctor
If you die,
the Storyteller gains a Minion ability.

Saint
If you die by execution,
your team loses.

Politician
If you were the player most responsible for your team losing,
you change alignment & win,
even if dead.

MINIONS

Devil's Advocate
Each night, choose a living player
(different to last night):
if executed tomorrow, they don't die.

Marionette
You think you are a good character but you are not.
The Demon knows who you are.
[You neighbor the Demon]

Wraith
You may choose to open your eyes at night.
You wake when other evil players do.

DEMONS

Po
Each night*, you may choose a player: they die.
If your last choice was no-one,
choose 3 players tonight.

Lil' Monsta
Each night, Minions choose
who babysits Lil' Monsta & 'is the Demon'.
Each night*, a player might die. **[+1 Minion]**

Zombuul
Each night*, if no-one died today,
choose a player: they die.
The 1st time you die, you live but register as dead.

Lleech
Each night*, choose a player: they die.
You start by choosing a player: they are poisoned.
You die if & only if they are dead.

*Not the first night

FIRST NIGHT

Dusk	Check that all eyes are closed. Some Travellers & Fabled act.
Wraith	Wake the Wraith whenever other evil players wake.
Philosopher	The Philosopher might choose a character. If necessary, swap their character token. ◎
Minion Info	If there are 7 or more players, wake all Minions: Show the **THIS IS THE DEMON** token. Point to the Demon.
Lunatic	If there are 7 or more players, wake the Lunatic: Show the **THESE ARE YOUR MINIONS** token. Point to any players. Show the **THESE CHARACTERS ARE NOT IN PLAY** token. Show 3 good character tokens. Put the Lunatic to sleep. Wake the Demon. Show the **YOU ARE** info token and the Demon token. Show the **THIS PLAYER IS** info token and the Lunatic token, then point to the Lunatic.
Demon Info	If there are 7 or more players, wake the Demon: Show the **THESE ARE YOUR MINIONS** token. Point to all Minions. Show the **THESE CHARACTERS ARE NOT IN PLAY** token. Show 3 not-in-play good character tokens.
Marionette	Wake the Demon. Point to the player marked **IS THE MARIONETTE** & show the Marionette character token. Put the Demon to sleep.
Lil' Monsta	Instead of the normal Minion Info and Demon Info steps, do the following: Wake all Minions. Show the **THESE ARE YOUR MINIONS** token. The minions pick a player: Put the minions back to sleep. Wake the chosen player. Point to the player, & show them the **IS THE DEMON** token. Put the chosen player back to sleep. Place the **IS THE DEMON** token beside them. ◎
Lleech	The Lleech picks a player. Mark them with the **POISONED** token. ◎
Courtier	The Courtier might choose a character. ◎◎
Devil's Advocate	The Devil's Advocate chooses a living player. ◎
Empath	Give a finger signal.
Dreamer	The Dreamer points to a player. Show 1 good & 1 evil character token, 1 of which is their character.
Steward	Point to the player marked **KNOW**. ◎
Cult Leader	The Cult Leader becomes the alignment of one of their living neighbors. If their alignment changed: Wake the Cult Leader, show them the **YOU ARE** token, &either a thumbs down (if evil) or thumbs up (if good). Put the Cult Leader back to sleep. Turn the Cult Leader token upside-down. (This shows their alignment.)
Dawn	Wait a few seconds. Call for eyes open.

OTHER NIGHTS

Dusk	Check that all eyes are closed. Some Travellers & Fabled act.
Wraith	Wake the Wraith whenever other evil players wake.
Cannibal	The Cannibal has the ability of the most recently executed player. They immediately learn any 'you start knowing' information.
Philosopher	The Philosopher might choose a character. If necessary, swap their character token. ◎
Courtier	The Courtier might choose a character. ◎◎
Devil's Advocate	The Devil's Advocate chooses a living player. ◎
Lunatic	Do whatever needs to be done to simulate the Demon acting. Put the Lunatic to sleep. Wake the Demon. Show the Lunatic token &point to them, then their target(s).
Exorcist	The Exorcist chooses a player. ◎ Put the Exorcist to sleep. If the Exorcist chose the Demon: Wake the Demon. Show the **THIS CHARACTER SELECTED** YOU & Exorcist tokens. Point to the Exorcist.
Zombuul	If no one died today, the Zombuul chooses a player. ◎
Po	The Po may choose a player OR chooses 3 players fi they chose no-one last night. ◎ or ◎◎(*
Lleech	The Lleech chooses a player. Mark them with the **DEAD** token. ◎
Lil' Monsta	The minions pick a player. Put them back to sleep, and then: Wake the chosen player. Point to the player, & show them the **IS THE DEMON** token. Put the chosen player back to sleep. Place the **IS THE DEMON** token beside them. ◎ Place the **DEAD** token beside any living player. ◎
Plague Doctor	If the Plague Doctor died, place a Minion character token in the center of the Grimoire. Mark this with the **STORYTELLER ABILITY** reminder. If applicable, add a token to the night sheet.
Choirboy	If the Demon killed the King, wake the Choirboy. Point to the Demon player.
Ravenkeeper	If the Ravenkeeper died tonight, the Ravenkeeper chooses a player. Show that player's character token.
Empath	Give a finger signal.
Dreamer	The Dreamer points to a player. Show 1 good & 1 evil character token, 1 of which is their character.
Cult Leader	The Cult Leader becomes the alignment of one of their living neighbors. If their alignment changed: Wake the Cult Leader, show them the **YOU ARE** token, &either a thumbs down (if evil) or thumbs up (if good). Put the Cult Leader back to sleep. Turn the Cult Leader token upside-down. (This shows their alignment.)
Dawn	Wait a few seconds. Call for eyes open & immediately say who died.